

The Desecrated Cathedral

By Squirrelloid

Important: Warning: this adventure is intended for 3-4 heroes. It also features situations which combine terrain and monster abilities to devastating effect, and is recommended for experienced players only.

This adventure is the start of a campaign detailing one of the hero's quest to save his villagers and to be re-united with his love Elizabeth. However, it can be played as a one-shot, the ending will just be less than satisfactory for those desiring closure as it is open-ended. This adventure also loosely follows from SQ1: Kel-Thazzak's Tower, but that adventure need not be played before this one.

The Overlord should choose one character to direct the following background towards.

Scenario Background

Having saved your town from the lich Kel-Thazzak, life returns to relative normality. A girl catches your eye - Elizabeth - and the two of you seem to click. And after an embarrassing moment caught behind the haystack, her parents and yours are both pressuring you to go through with the handfasting, not that either of you has any objections. A date is set, things are looking good for you. Predictably, tragedy strikes.

While working in the fields one day a band of slavers comes upon your town. They quickly capture the women and children, including Elizabeth, and drive them out from the town. You're the first to notice the dust kicked up by the marauders, and the farmers arm themselves with pitchforks and scythes and rush back to town, but you're too late. Gathering up a posse, you head off in pursuit.

The trail leads to a nearby city where it stops cold. You're in town a few days looking for leads when a street urchin comes up to you. For a few gold he tells you he saw the caravan come in by night and enter a Cathedral! He shows you the building - its an old gothic Cathedral on the northwest wall of the city. Suspiciously, its currently closed for repairs and renovations, and has been for some time. However, not wanting to burst in upon a holy place in broad daylight, you and your buddies bide your time until dusk. Then its time to get some answers.

Mission Goals

You've travelled all this way for one purpose: to save the townsfolk who were captured as slaves. Well, you're mostly here for Elizabeth, but your buddies may not be so particular. You'll begin the quest with 8 conquest tokens - should you ever have no conquest tokens remaining you'll have failed and you'll never see Elizabeth again. If you should happen to activate any Holy Sigils (Glyphs of Transport) along the way, so much the better. Good luck, and may you reach Elizabeth in time.

Important: All Sorcerors are actually Priests. Priests have -1 move, -1 health, -1 armor, gain the aura ability, and never miss because of range (only miss on X). Named Priests will have fully

specified stats and do not apply these modifiers. All cards which spawn Sorcerors instead spawn Priests.

In addition, all Ferrox are Vampires (master Ferrox = Vampire Lord). The Ferrox spawn card instead spawns vampires. Use the following stats:

Vampire 2/3: 5 move, 4 health, 3 shield, RG Leech
Vampire 4: 5 move, 5 health, 3 shield, RG Leech
Vampire 5: 5 move, 6 health, 3 shield, RG Leech

Vampire Lord 2/3: 5 move, 5 health, 4 shield, RGBk Leech OR WYYBk Stun
Vampire Lord 4: 5 move, 6 health, 4 shield, RGBk Leech OR WYYBk Stun
Vampire Lord 5: 5 move, 7 health, 4 shield, RGBk Leech OR WYYBk Stun

Starting Area

Two gargoyles peer down at you from their perches above the heavy wooden door, their snarling faces daring you to enter.

The two monsters perched here are stone and currently immobile. See Area 1 for how they can become activated and how to use them.

Area 1

The heavy door creaks open. Inside you find two priests. One of them is busy sweeping dust in the corner, while the other turns to greet you. "Hello. I am Brother Edward. Are you expected?"

The priest is clearly expecting an answer.

If the party says 'yes' he escorts them in to Area 3 and follow the instructions you find there.

If the party says 'no' Brother Edward says "We have intruders, brother. Let us show them how we treat unwelcome guests." Activate both priests immediately. Brother Edward spends his attack awakening the Gargoyles outside - they act as indicated below.

If the party attacks the priests instead of giving an answer, the Gargoyles are awakened immediately after the first attack. Follow the instructions below.

When the Gargoyles are awakened, the Overlord may immediately activate them. They must spend their move action getting down from their perches - they use their entire movement allotment to move down to the closest empty squares to the door while remaining in the street. They may attack as normal. The players' turns resume as normal after the gargoyles have gone.

Area 2

This is the vestibule. You see a number of hooded monks under the direction of some priests. They look up as you enter.

If the heroes battled the priests in Area 1...

Suddenly, the monks throw back their hoods. They aren't human at all, but Beastmen! If that wasn't enough clue that you were in trouble, the priests begin their incantations...

If the players are being escorted into the cathedral...

... and look down again quickly. You walk past them, and they pay you no further attention.

If the heroes are escorted through by a priest, remove the models after moving them into Area 3 and reading the appropriate text. They have no time to do anything in this room, including activating the glyph and examining the ?, but abilities like Runewitch Asharra's will trigger (she logically has to walk down the center of the room, and thus will move with 6 spaces of the glyph).

If a hero ends his turn on the ?...

Rooting around in a cabinet, you find something of value

Draw a copper treasure chest from the treasure chests and resolve it as if they had found that treasure chest normally.

Area 3

Important:

Do not set up the Vampire models in the transept at this point, nor should you set up the models in the ambulatory (circular walk beyond the altar). These models are revealed later.

You enter the nave of the cathedral - a vast expanse of air enclosed by stone. The pews are mostly removed for construction, and you see hooded monks in the nave. Up near the altar some priests are gathered.

If the heroes battled their way through Areas 1 and 2...

Kicking in the heavy wood doors, more Beastmen disguised as monks turn to greet you, and a priest robed in fine white satin looks up from the sanctuary at the far end.

"Welcome to my cathedral, heroes. I am Bishop Leopold Coultrain, let me show you how I worship."

Suddenly Vampires swarm out from the transepts, and the Beastmen throw back their hoods, while the priests begin their incantations from afar!

The two 6x6 pieces form one long room. Along the edge where they meet they are considered fully adjacent for all 6 spaces - it does not have a 2-wide doorway but rather is one continuous opening. Models may move freely between these two edges and draw line of sight anywhere across it.

The water towards the front of the cathedral is a low wooden structure used for the sacrament. It doesn't block line of sight and may be jumped for 2 movement points. The water in the Sanctuary in front of Bishop Coultrain is the Altar. It doesn't block line of sight but cannot be moved through.

Place the Vampires and Vampire Lords in the transept in the locations indicated. Then the players may finish their turn as normal.

Bishop Coultrain has the following statistics: 3 move, 8 wounds, 3 armor, WYBk Sorcery 4 Burn Aura

Note that the players may detect the desecration of the cathedral as detailed below for if the players were escorted by Brother Edwards, but it has no effect on the battle ahead.

If the heroes are being escorted by a priest, place that priest on the blue X. The heroes should be deployed within 2

squares of him and to his west.

Important: All players should roll a number of power dice equal to the number granted them on magic attacks +1. If any of those dice show a blank, they can feel the desecration of the cathedral.

If the heroes detect the desecration of the temple...

You sense something something profoundly wrong with the cathedral. Suddenly, your senses become hyper-sensitive. You smell the coppery tang of old blood. Your mind reels at the feel of evil that permeates this place. This temple is no longer sacred!

Your hands are already moving towards your weapon as Brother Edwards comes to a halt halfway up the nave. "Your grace, you have..." he begins, and then gurgles blood, impaled on your blade.

A man in expensive robes stares at you. "Uninvited guests? How entertaining. Before I kill you, I'll give you the pleasure of my name - you may call me Bishop Leopold Coultrain."

If the heroes don't sense the desecration of the cathedral...

Brother Edward closes the massive oak doors behind you and locks them with a key, which he tucks into his robes. He then walks you halfway up the nave before pausing a moment.

"Your grace, you have visitors..."

A man in the sanctuary looks down the cathedral at you. "And who has come to see me this day?" The bishops hands are moving behind the altar.

"One moment your grace." to the players: "Step forward and announce yourself."

The Bishop eyes you closely. "Hold. These are not expected visitors. You displease me Brother Edwards."

Suddenly Brother Edwards collapses in agony, a black light wreathing his form that dances and flickers like fire. The man at the altar looks at you each in turn.

"Welcome to my house of worship," he says, smiling evilly. "I am Bishop Leopold Coultrain, and you won't leave here alive."

The western door is locked and cannot be opened by the monsters outside. Remove any monsters still living in the preceding rooms from the board. (Should the players choose to open the door, the Areas are re-revealed as if newly explored, with 1 priest missing from Area 1).

The two 6x6 pieces form one long room. Along the edge where they meet they are considered fully adjacent for all 6 spaces - it does not have a 2-wide doorway but rather is one continuous opening. Models may move freely between these two edges and draw line of sight anywhere across it.

The water towards the front of the cathedral is a low wooden structure used for the sacrament. It doesn't block line of sight and may be jumped for 2 movement points. The water in the Sanctuary in front of Bishop Coultrain is the Altar. It doesn't block line of sight but cannot be moved through.

If the heroes started the combat by detecting the desecration of the cathedral, they take the first turn. At the start of the Overlord's turn, place the normal Vampires but do not place the Vampire Lords - the player's subterfuge has reduced the strength of the opposition against them.

If the villains started the combat with Bishop Coultrain's slaughter of Brother Edwards, the Overlord gets the first turn. Bishop Coultrain has already attacked, but may yet move. The Overlord may take his turn as normal with the remaining monsters. At the end of his first turn, the Overlord then places the Vampires and Vampire Lords in the indicated positions in the transept - they will get to act starting his second turn.

Bishop Coultrain has the following statistics: 3 move, 8 wounds, 3 armor, WYBk Sorcery 4 Burn Aura

If Bishop Coultrain is killed...

The bishop collapses in a bloody heap, a small key dropping out of his clenched hand.

You hear the sounds of footsteps hurrying to the bishop's aid. Though they will be too late to reach him, you fear this battle is not over yet.

Place the monsters in the ambulatory on the board. This includes the golem, 2 sorcerors, and 4 beastmen. The players may finish their turn normally at this point.

Place the Yellow Rune Key in the square Bishop Coultrain occupied before he died.

The players receive 3 conquest tokens for defeating the Bishop.

Area 4

Descending down to the lower level of the cathedral, you hear the sounds of defenders responding to the commotion above. Whatever is rotten in this house of God, you certainly put your foot in it this time.

Area 5

A long corridor stretches before you, water pooled here and there... renovations indeed. You think you spy the cathedral's library - great knowledge may be found there, but you'll have to run through heavy fire to get there with the Priests taking up battle positions along the hallway.

The 2x1 blocks represent walls and cannot be moved through by any means, including Flying or Acrobatics.

If a hero moves onto a ?...

Rifling through the book shelf you discover a valuable scroll.

Roll 2 power dice and discard 1 of them. If the remaining die is a blank you receive a gold scroll, power surge is a silver scroll, and power enhancement is a copper scroll. Go through the appropriate deck and find the first Rune card - that card is a one-use item that requires two hands to use and may be used by anyone. Power dice used on the roll are set by the scroll not the characters magic ability: Copper scrolls use 2 power dice, Silver Scrolls use 3 power dice, and Gold scrolls use 4 power dice. Additionally, you may sell scrolls for the following values: Gold 225gp, Silver 150 gp, Copper 75gp. Scrolls are discarded as soon as they've been used once, and may be stored in the backpack or on the potion belt in place of a potion when not equipped in the hands.

Area 6

One of the cathedral's vaults, musty air greets your nose as you break open the door. Unfortunately, opening the door also awakens the guardian Golem, who moves menacingly towards you! Along the walls, four elegant statues stand sentry - but those stone facades also conceal hidden arrow slits which bombard you with lethal arrows.

When the door is opened, the Overlord may immediately Activate the golem, moving and attacking once. When he is finished the player whose turn was interrupted may resume it as normal.

The four skeletons are actually stone statues and cannot be damaged. The overlord may activate them, in which case they attack like skeletons, but they cannot be moved at all.

Area 7

The stench of old urine instantly tells you the rooms down this hallway were used as cells. Probably originally intended for housing for priests, their current shoddy condition underscores how long since they were used since. Unfortunately, if you wish to explore the cathedral's prison, you'll have to get past its gigantic jailor! Shorter than an average giant, his fiery red hair and vicious spear easily identify him as a Firbolg.

As soon as you open the door the Overlord may immediately activate the Giant.

The Giant is a Firbolg - smaller than most giants, but also more agile. It has +1 move, -2 health, +1 armor, loses Sweep and gains Daze.

If a hero ends his movement on the ?...

Searching among what appears to be some recent rags, you are disturbed to find the rather fresh skull of a small child. Were your villagers brutally massacred down here? Is this all that remains? Suddenly, a flash of magic alerts you that your presence here has not gone unnoticed.

Place a normal Demon model on the red X's, displacing heroes into the closest available spaces as necessary. The Overlord may immediately activate the Demon, and then the players' turns continue as normal.

Area 8

The door to this vault has already been opened recently. Cautiously opening the doorway, you are shocked to see Priests aiding Vampires in looting the churches treasures. Readyng your weapons, you hope they left something of use to you.

Area 9

The runekey bypasses the magical protections on the door, and it swings open silently. Inside, a pair of Vampires nominally standing guard instead look mockingly at the far wall. They don't notice you yet, so you follow their gaze, and are shocked to see your beautiful Elizabeth chained there. Between her and the guards a priest, a vampire, and a high church figure - could that be a Cardinal? - stand in conference.

Lord Isbian: "She really was the best of the lot, and the transformation is proceeding splendidly."

Suddenly, one of the vampire guards starts sniffing audibly. He turns and lets out a cry of alarm, instantly gaining the attention of the entire room.

Cardinal: "Well well, fresh meat, eh Lord Isbian?"
Lord Isbian: "Indeed Cardinal Tsaoloth."

The rubble token on the North end of the room is a wall and cannot be moved through by any means so long as it remains there.

Cardinal Tsaoloth has 3 move, 15 wounds, 6 armor, WYBk, Undying, Aura 2, Sorcery 6, can use 2 surges to add a stun token to a hero, and never misses because of range. Cardinal Tsaoloth is worth 4 conquest tokens when he dies.

Lord Isbian has 5 move, 20 wounds, 9 armor, RGBk Bk Leech OR WYYBk Stun, may spend 4 surges for an extra attack, Command, and Fear 2. Lord Isbian is worth 4 conquest tokens when he dies.

If a hero ends his movement on the southern ?...

You find a level with two settings. It is currently in the lower setting.

If the heroes move it to the upper setting, it disarms the dart traps and swinging blades throughout the entire complex. Returning it to the lower setting re-arms them. It costs 1 movement point to move the lever.

If a hero ends his movement on the Western ? and Lord Isbian And Cardinal Tsaoloth are not yet dead

Lord Isbian: "You cannot have her until you deal with me, whelp!"

(Alternately, if Isbian is dead)

Cardinal Tsaoloth: "Such a pretty thing, but she won't do you any good where you're going." He smiles unpleasantly as he chants at you.

If a hero ends his movement on the western ? and both Lord Isbian and Cardinal Tsaoloth are dead...

You rush up to your beloved Elizabeth and free her from her shackles. As you release her, she looks at you with eyes that might cry, but they are inexplicably dry. "It cannot be beloved, I am cursed."

"You are free." you assure her, and suddenly the tears come. Tears not of water and salt, but of blood!

"I shall never be free..." She wipes her eyes, leaving red smears on her arm but she doesn't pay it any heed. "Think of me?"

You're still wearing a confused expression on your face when she kisses your cheek and whispers "goodbye" into your ear. Then she dissolves into mist in your arms, mist which floats up through cracks in the ceiling. You stand there, frozen in time, and wonder if this really is the end for you and her...

If Lord Isbian dies...

You deal what would be a mortal blow to the Vampire Lord, and his broken body hangs there for a second before evaporating into fine mist and passing through fine cracks in the north wall.

Characters may search the north wall by taking a move action (that uses a full compliment of move points) and rolling power dice = the number of power dice they receive on ranged attacks +1. If they roll a blank, they discover a lever that operates a secret door. Should they trigger this lever, remove the rubble token and read the following:

The wall moves aside, revealing a small chamber and a coffin within it.

Should the players desire to destroy the coffin or the vampire inside, they may do so. Read the following:

You grab a broken haft of a weapon from the battle and jab it through the vampires heart, then sever its head from its body with a single sword stroke. Its body instantly turns to ash on the spot - Lord Isbian is no more.

If Cardinal Tsaoloth is dead and there are no visible monsters

You survey your bloody handiwork with satisfaction, but notice that Cardinal Tsaoloth still breathes. Good. Someone owes you answers. You grab him by his tunic and yank him above the scattered bodies. His eyes refuse to focus on you.

"Where are my townspeople."

Cardinal: "Taken... yes, through the catacombs. I know not where, we got what we wanted."

"And where are these catacombs?"

Cardinal, slurring his speech: "A key, a key, yes..." He fumbles about his robes, finally producing a blue rune key.

You drop him amongst the bodies and stalk off towards the catacombs, never noticing the faint smile that plays upon Tsaoloth's lips as he passes on.

Give the players the blue rune key.

Area 10

The runelocked door opens silently, revealing a long hallway ending in a staircase downwards. The passage is quiet as the tombs below, and a feeling of dread pervades you as you approach the stairwell. One of your companions calls out from behind you.

"Look, they're our villagers too, but its been a hard night of fighting, and we're not going to catch up to them tonight. Lets take a break, get some sleep and some beer, and see what we can find out about these catacombs before we go off half-cocked, huh?"

He's right. You and your compatriots are all exhausted. Your villagers will have to wait yet one day more...

Congratulations, you have successfully cleared out the undead taint from the desecrated cathedral. But your love is lost to you and your people still need you - this adventure is over, but your quest is just beginning.